Module: 5 Camera Angles

**Target Question:**

Is it true that the most common way to film or videotape any scene is to use low angles, high angles, bird’s eye view (angles), eye level (angles), and Dutch/Canted/Oblique Angles? Is it true that using these angles (like with the basic camera shots) is a very good way to cover all of the angles of the main characters in a scene?

**Target Task 1:**

1. Prove that using the 5 camera angles is the most common way to film or videotape any scene.

1. I believe that using low angles, high angles, bird’s eye view (angles), eye level (angles), and Dutch/Canted/Oblique Angles is a very good way to cover all of the angles of the main characters in a scene because it allows you to see all physical characteristics of the character, and also allows some of the scene in the background which helps determine the mood.

**Research:**

Find two sources (subject matter expert/teacher or another student) that prove your belief (hypothesis/thesis statement).

Source 1= <http://www.youtube.com/watch?v=cbpjH4XCG3c> (whole clip)

Source 2= <http://www.youtube.com/watch?v=813PRkOK2do> (whole clip)

**Test:**

Using the **Xtranormal** animation website, design an experiment/test in which you try to prove that using 5 camera angles is a good way to cover all of the angles of the main character in a scene.

Experiment: In my experiment, I tried to cover all of the angles in scene by shooting multiple shots.

Results: This worked/didn’t work because you need multiple cameras, to get the right/all shots.

**Analyze your findings and Draw Conclusions:**

After my experiments (proving the Target Task) and research, I believe my hypothesis to be false/true because, you need multiple cameras to get the right shots you need to be able to get everything in a scene.

For example, in every zombie movie (28 days later) There’s always at least 2 cameras getting the whole scene and the characteristics of each character. It’s nearly impossible to fit all of the action and the character in it.